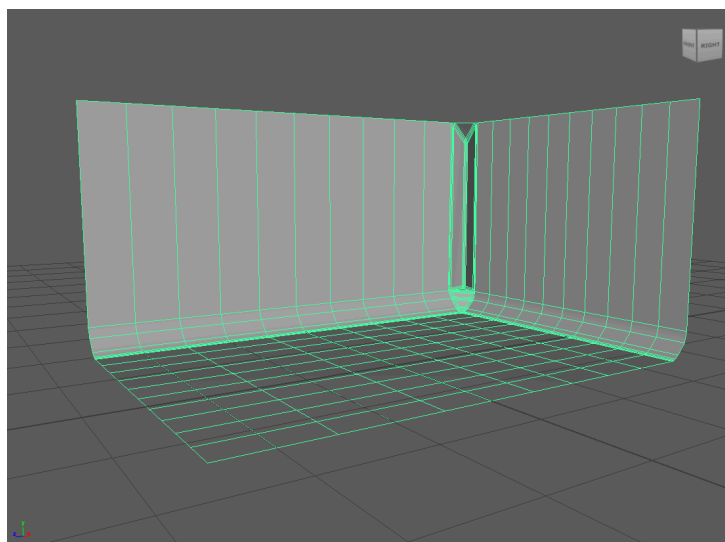
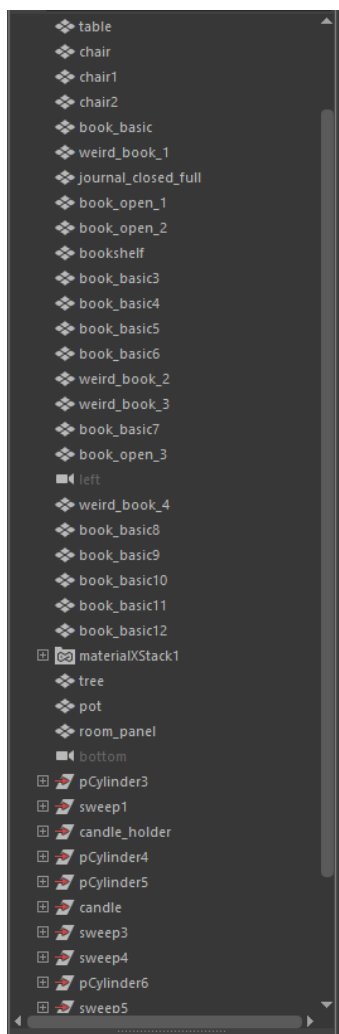
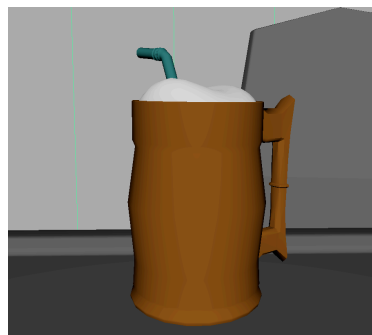


For this lab I re-did the outside wall to repair normals and topology, as well as add a cut into the corner. Possibly to place a future prop there. For extra props I added a flagon with foam and straw, a candle and candle holder, and finally a potted plant. I will say I used more tools than the assignment called for, like circularize and simple curve tools. For the plant, I started with a pair of cylinders, I shaped one into the pot and the other into dirt using soft select. I then used a curve to make a trunk for the tree, with simple plane shapes for leaves. For the flagon I modeled it out of a cylinder. Then extruded and bridged the handle from the side of the object as I thought it would help it stylistically. I then used another cylinder and soft select again similar to the dirt to make the foam for the flagon. I then used a final cylinder, cut a hole through it, and extruded the zigzag shape to make it a bendy straw. For the candle I created it out of 3 cylinders. I used the circularize tool to add a drip to the edge of the candle, and curves again to add drips to the holder itself.



Cleaned object



New objects